



Class GV 1511

Book 5 7 5 3





Rules For Spider,

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BELLAIRE, O.

GV 1511 .S7 S3

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SPIDER is an interesting pastime that imparts a considerate return for the attention given its rules.

The interest in the game grows with knowledge acquired of its intricacies, few pastimes giving more real pleasure to experts.

The highest combination is 35, seldom realized, 25 and 30 being more frequently obtained.

The player soon discovers that to simply place his piece to a corresponding number is not all that is required to make spider interesting. To play to the most advantage is an incumbent duty: to carefully count the two, three or four points of the play, and as certain if by adding the play in hand to the points on the board, 5, 10, 15, 20, 25, 30 or even 35 can be added to the score.

It is a pastime of mental addition that will grow upon the average player, though adverse to figures ordinarily. Jive Spider (lubs, Make a Spider Combination. The game is of Chinese origin, although of modern introduction, and has gradually found its way from Cafes into polite circles.

While the pastime posseses all the attractive interest ascribed to cards, it is free from evil associations, and the Host or Hostess need have no qualms of conscience as to its results morally.

It is particularly attractive to the young, and its merits will add to the attractions and pleasure of home.



A Spider combination, makes Progressive Spider a delight.

### Rules for Spider

The pieces are mixed by the person left of the one to lead.

In the starting of the game the person with the highest double leads, and the double played in the lead is the Spider.

After the first hand the person to the left of the first player leads, and can play *any double* for Spider best suited to the hand. If no double is held the play passes to the next.

The game commences with the highest double without regard to turn.

A player having no piece to match, takes *one* piece from *the pond*, the play passing to next if it does not match.

If a count is made, and not observed by the player or partner until his *competitor* plays, the count is lost.

The ends of the Spider can be used in the play, after both sides have been taken, but the end not used cannot be counted.

Two points does not count; 3 counts 5, 17 counts 15, 18 counts 20, etc.

# Spider Clubs are the order of the Avening.

### Six Handed Spider.

The players select partners and two counters, red blue, or green, and seat themselves alternately at table.

The pieces are mixed, and each player takes four

(4) pieces leaving four in the pond.

The general rules are observed until a hand is exhausted, when *out* is called, then the playing ceases, and the spots on all of the pieces of the *three* competitors are counted for the side winning.

## Four Handed Spider.

When partners and color of counters have been selected, the pieces are mixed and six (6) taken by each, leaving four in the pond. The general rules applying in every particular.

### Three Handed Spider.

In this game seven pieces are taken by each player, leaving seven (7) in the pond. The lead and play are subject to the rules above given, the one calling *out* counting the spots of the two opponents.

## Two Harded Spider.

Same number of pieces taken as in Three Handed Spider, the rules above named being observed

You will fiηδ Spiδer amusing aηδ interesting.

# Progressive Spider.

As the couples arrive who are to take part in the game, a Spider Counter is given to each alternating in color to each lady and gentleman, *i. e.*, first lady blue, gentleman red, next lady red, gentleman blue, etc.

Have the tables numbered from one to the number to be used, and for each table prepare four numbers to correspond with each numbered table, *viz.*, four 1's four 2's, four 3's, four 4's, four 5's, etc.

Have the numbers put in a hand-bag and well shaken, and as the couples return from disposing of their wraps, have each draw a number. The four having No. 1. takes table No. 1., those having No. 2. takes table No. 2., and so on until the tables are filled.

Those having the same colors play as partners thereafter, changing as they progress.

When seated, the head of table 1 rings a bell, the signal for the game to commence, subject to the rules for four handed, and the general rules for Spider.

When 50 points are made by table one, the bell is rung and the playing stops; those having the most points *progress* to the table above, but only those who had made 50 points count one game on their counter.

In is important to have Ghree Spider Gounters to enjoy three or six handed Spider.

Those who lose at table 1, go to the last numbered table and change partners as do those who *progress*, every time 50 points are made, the head of table 1 giving the signal for the progress, those making 50 points placing one to their count.

After a pleasant evening, the one having the greatest number of points is awarded a *prize*. The one having the least number is *The object of mirth*, and is given a prize as amusing as the hostess can suggest.

If Several have the same highest number, all having said highest number play, every one on his own account, and the person making the first 30 points is

awarded the prize.

If in like manner there are a number that have the least, or no number of points, they seat themselves every one playing on their own account, and as 30 points are made by each, they retire from the contest. The last failing to make 30 points is declared *The Object of Mirth*, and should receive the prize with becoming dignity.

The Counter for Spider can be used in Progressive Euchre, the pointer being used to count the game, that when won is numbered on the outer counter so that the person having the most FIVE'S is the prize winner.

Leave Your Order and 50 cts.

with the dealer from whom you
Purchased these Rules.

and receive
Three Counters for Spider.

# SPIDER:

Entertaining, amusing, and calculated to expand the mind. Progressive Spider more interesting than euchre, and cards not used. Adapted for Church Socials, etc.

Three Counters and Game at \$1.00. Progressive Spider Set for five tables with twenty Counters, \$5.00. JOHN L. SCHILLING,

L. B. 938.

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